Prior Art

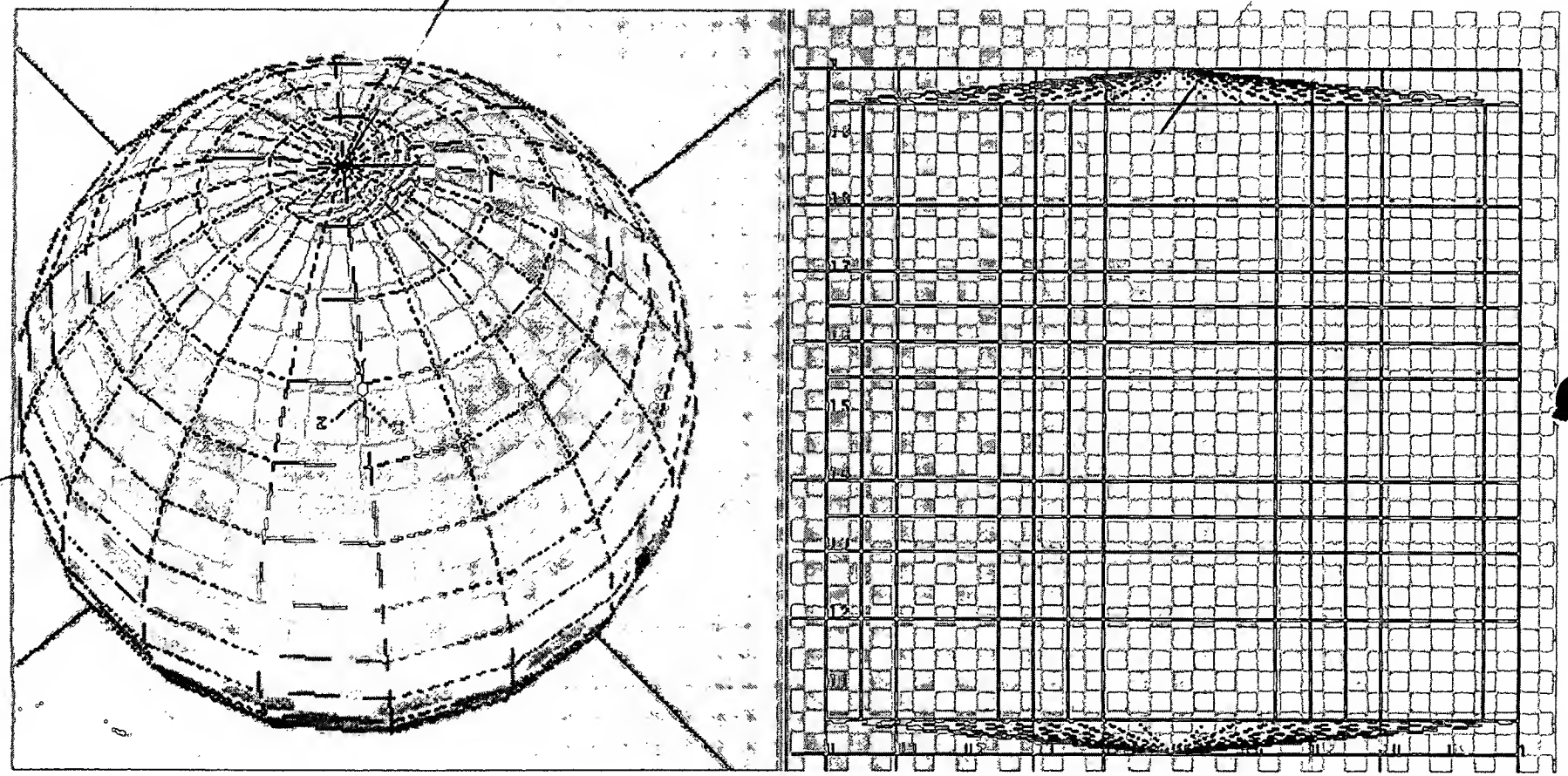


Fig 1A

Fig 1B

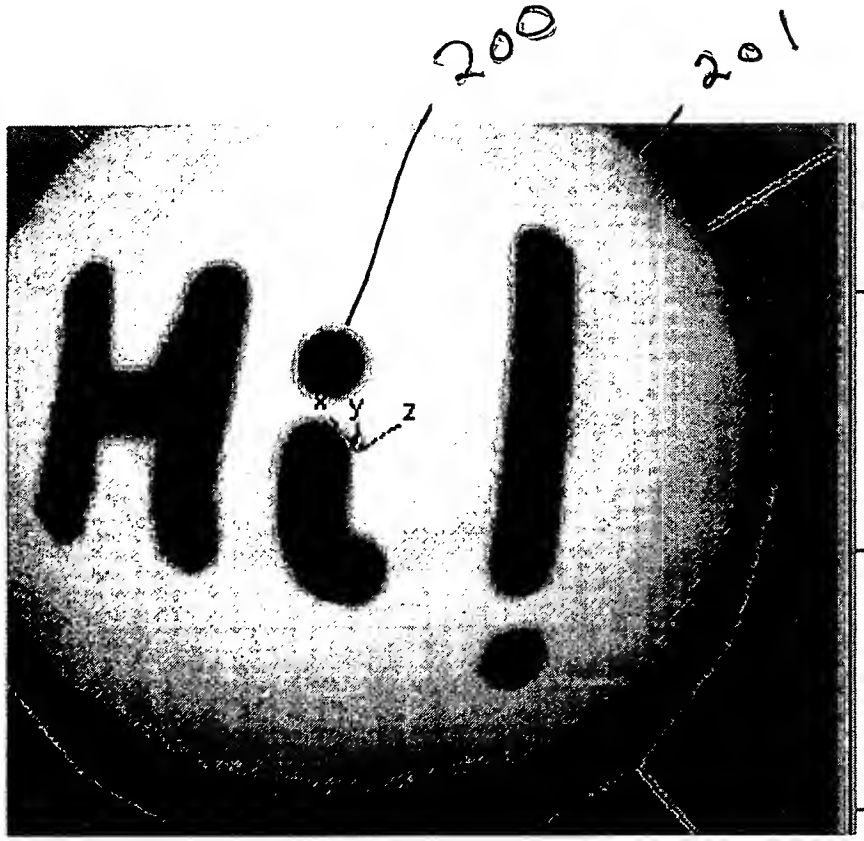


Fig 2A

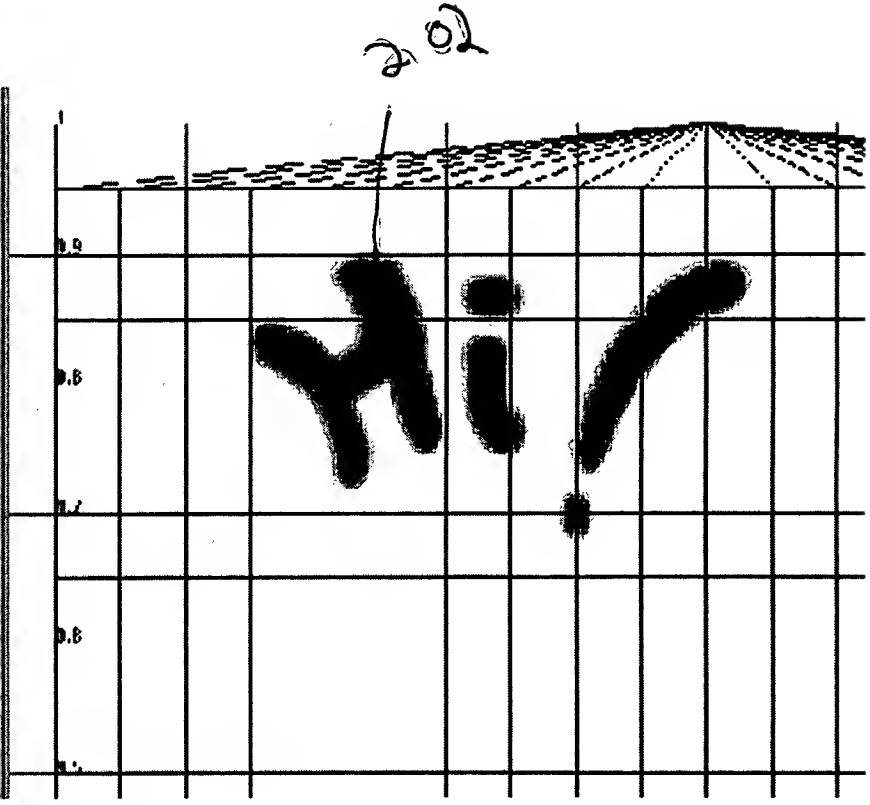


Fig 2B

Fig 25

Fig 24

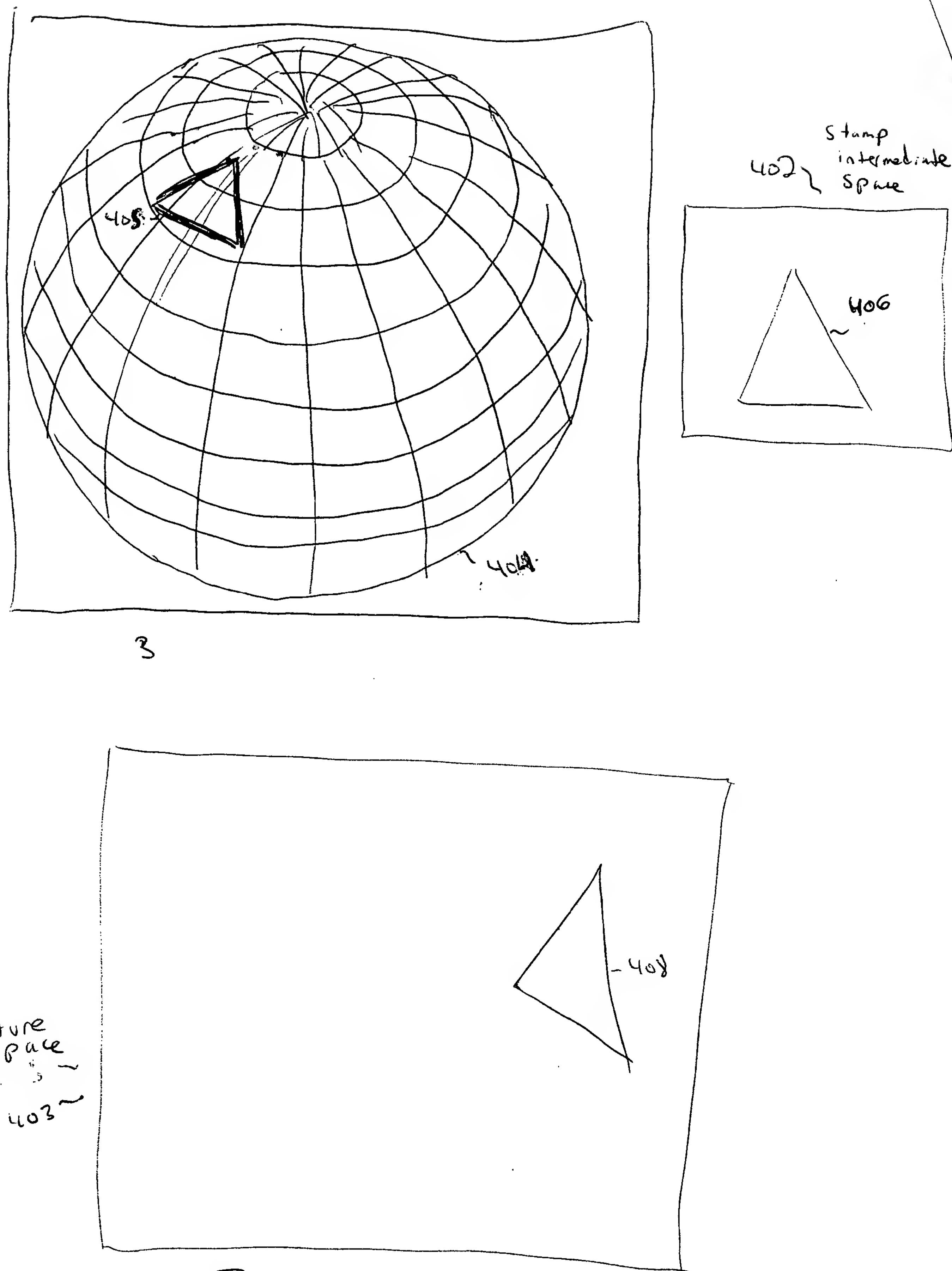

400
3D Space
405
404
3
Stamp intermediate Space
402
406
texture Space
403
408

Fig 4

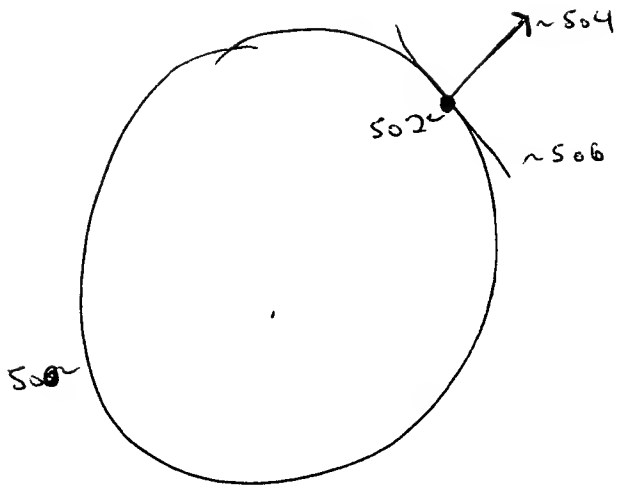


Fig 5A

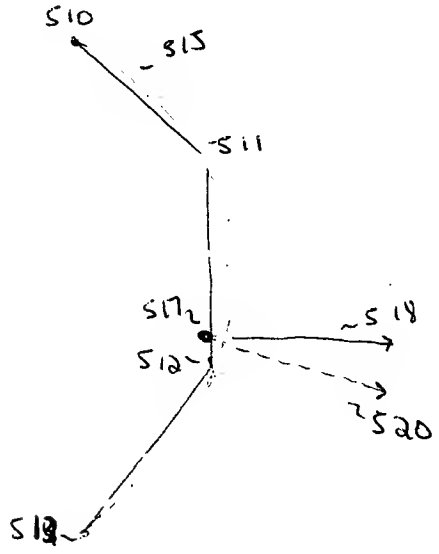


Fig 5B

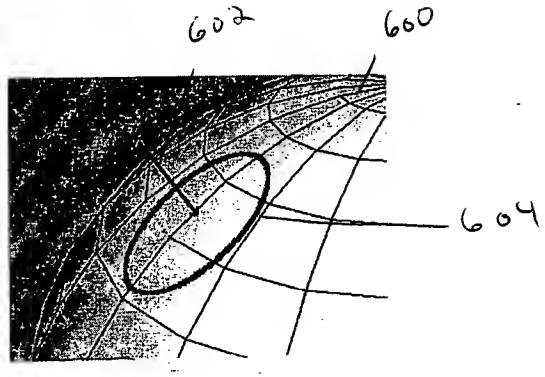


Fig 6

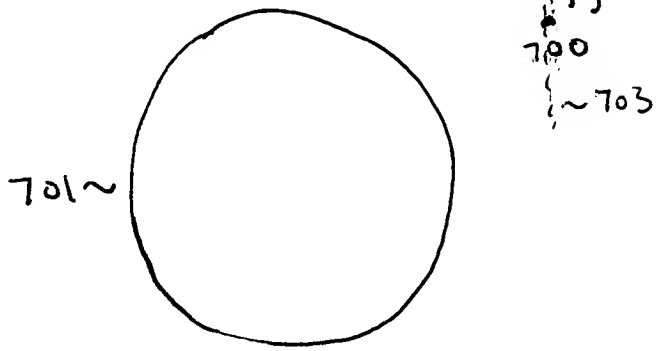


Fig 7A

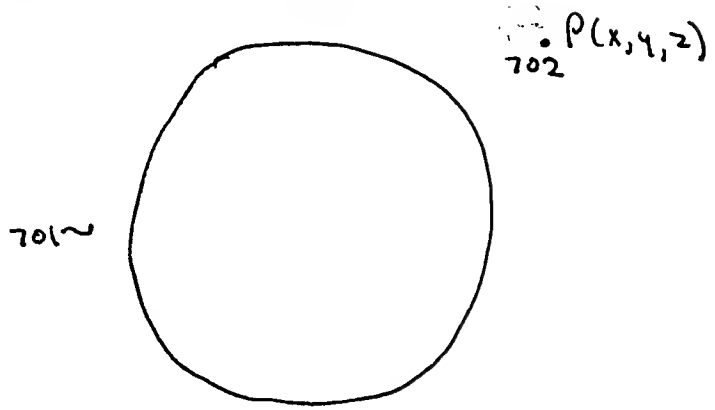


Fig 7B

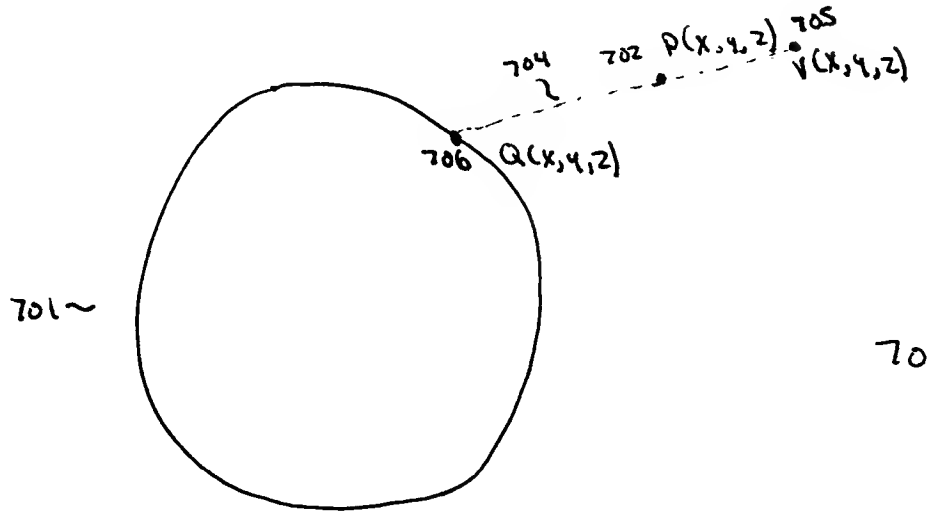


Fig 7C

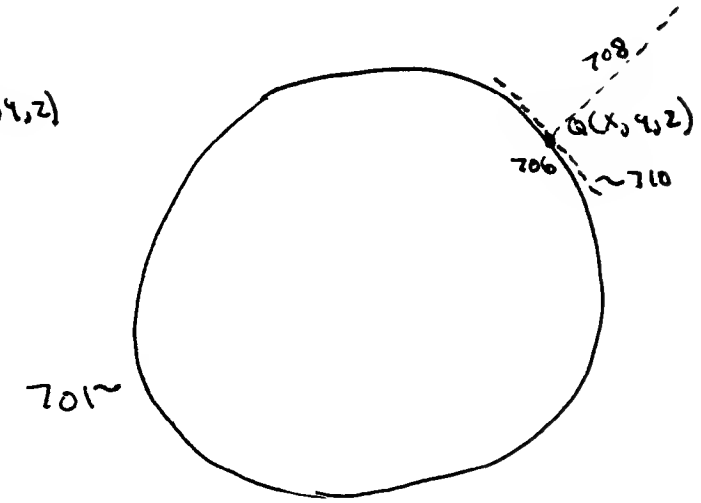


Fig 7D

Figure 8

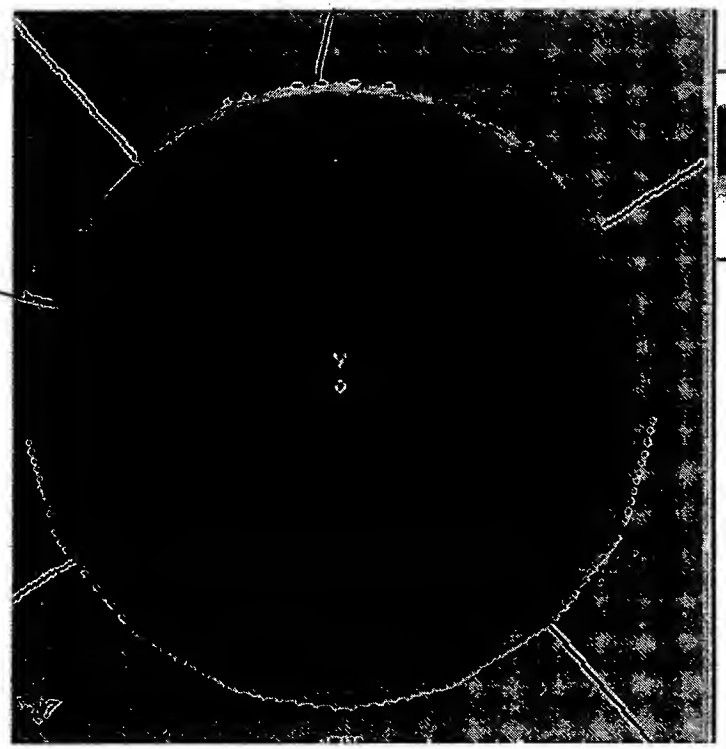


Fig 9A

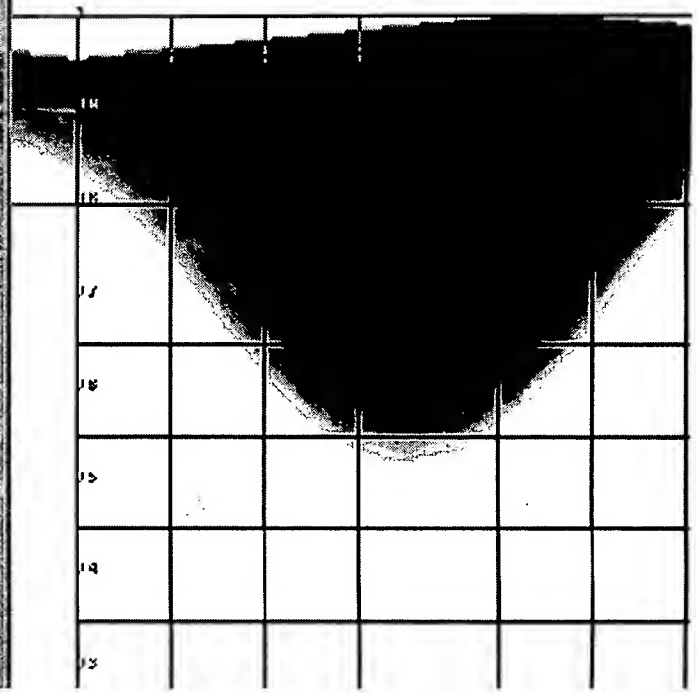


Fig 9B

FIG 10A

FIG 10B

FIG 11A

FIG 11B

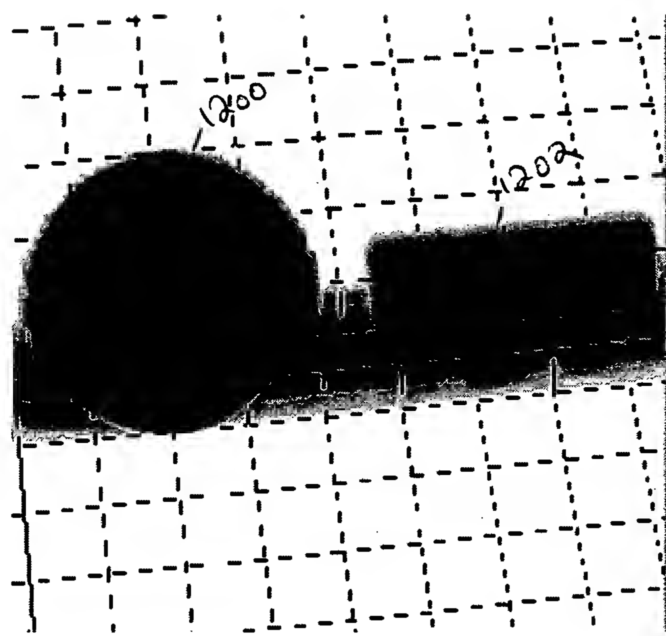


Fig 12A

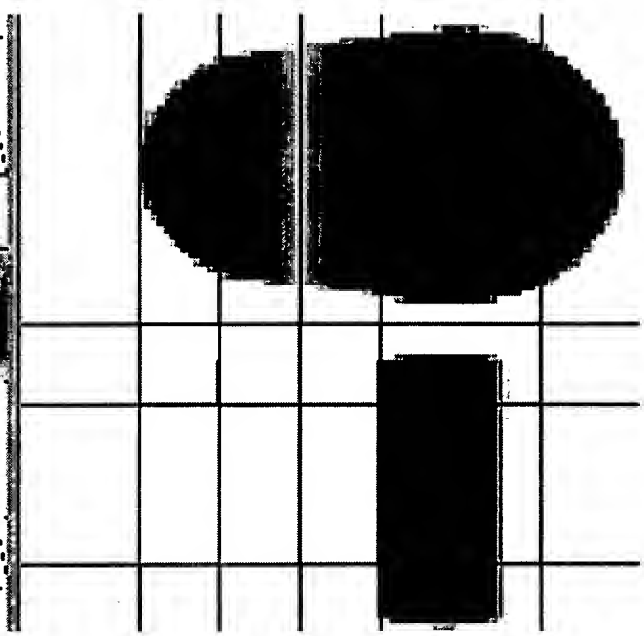


FIG 12B

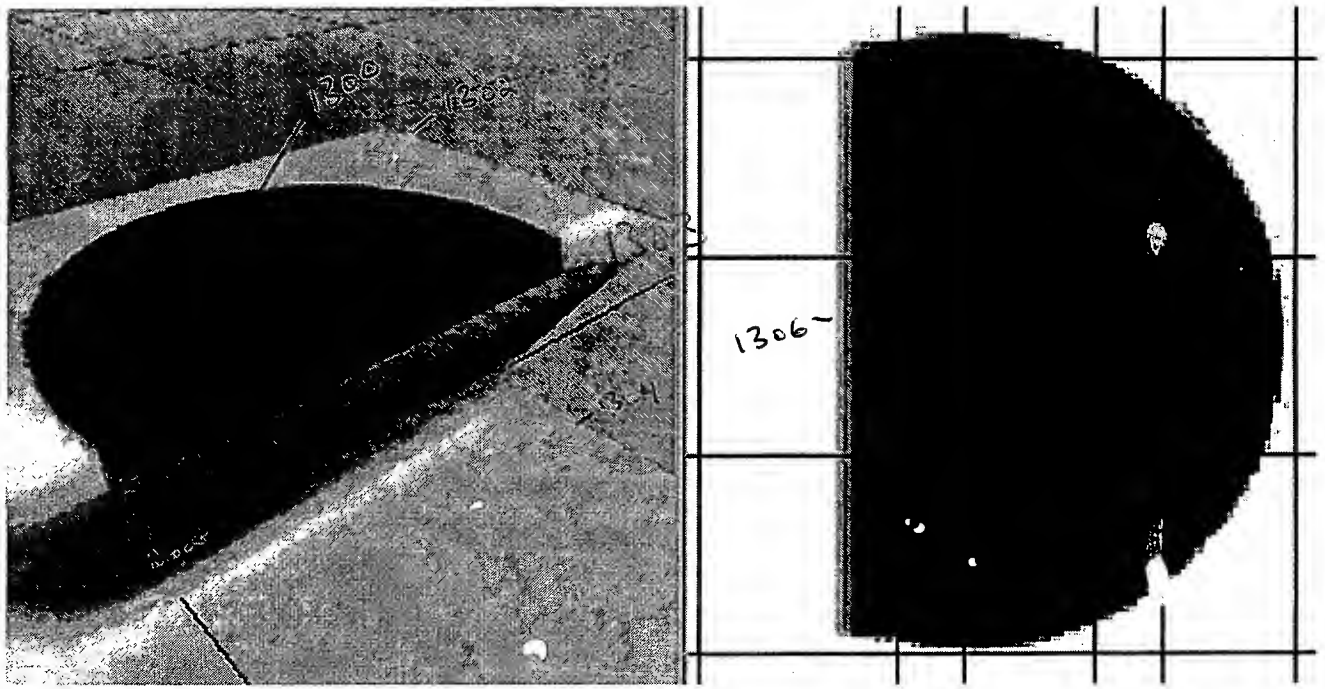


FIG 13A

FIG 13B

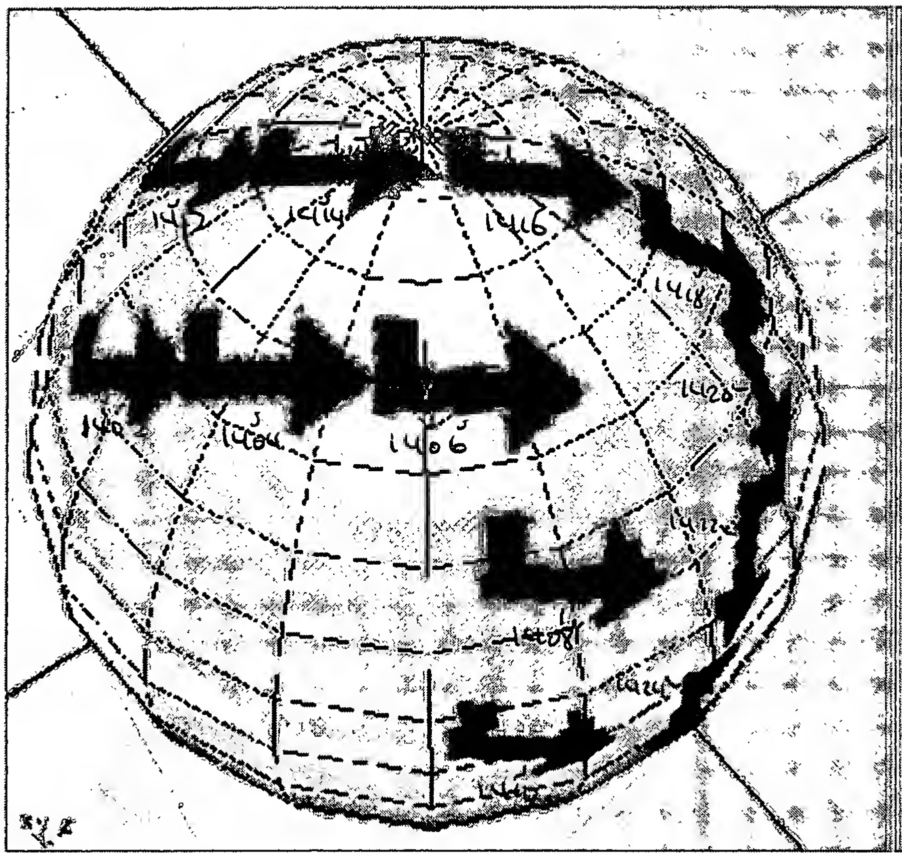


Fig 14A

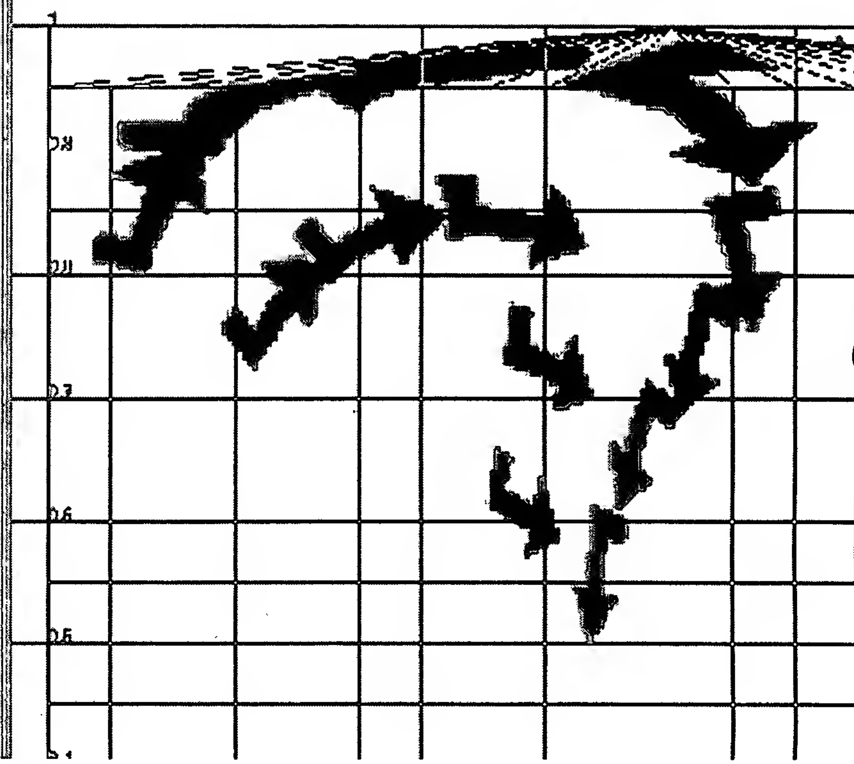


Fig 14B

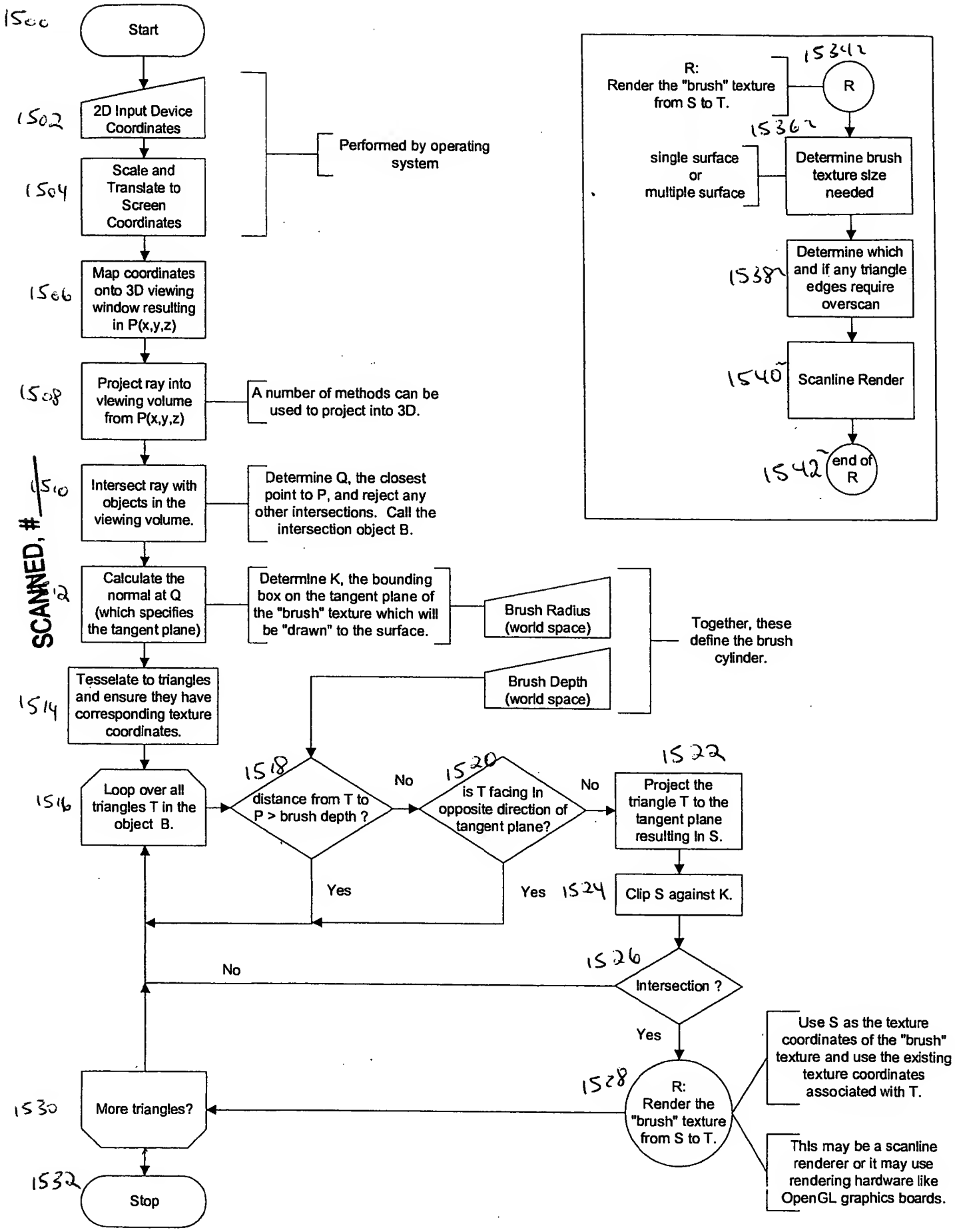
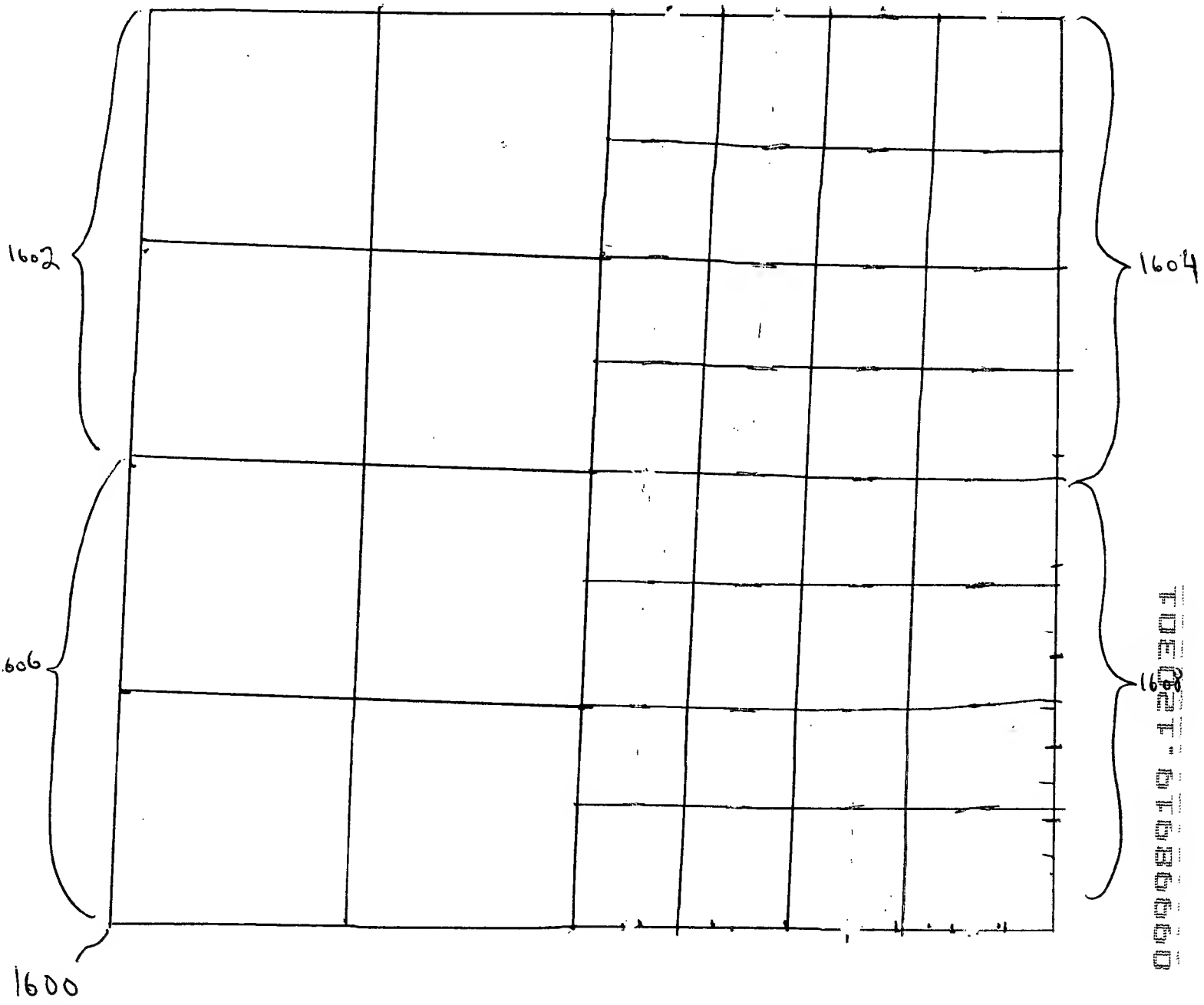
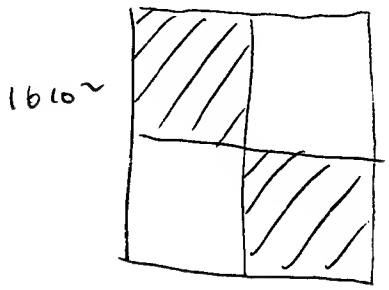


Fig 15





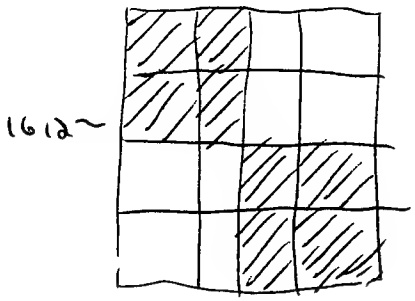


FIG 16

After standard paint and overscan techniques are used, the image is processed to fill all the remaining background pixels: ⊗.
First step computes the mipmap levels keeping track of background pixels:
- If the 4 pixels at previous level are background pixels, the new one is background too.
- Otherwise, the color is the average of the non background pixels.

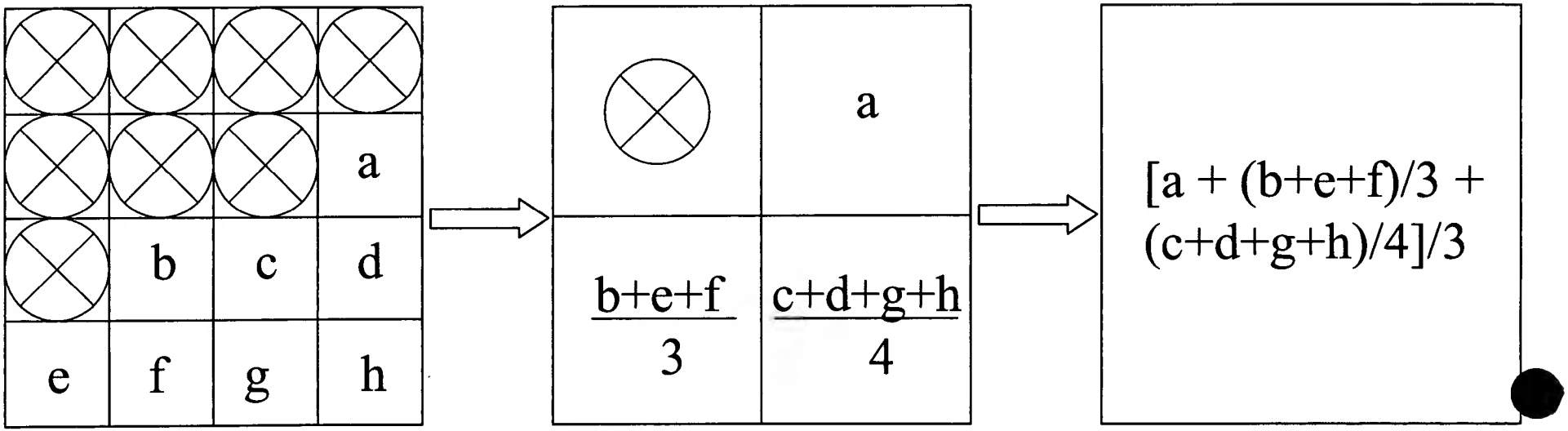


Fig 17

Second step traverses the mipmap the other way, and assign the coarser level values to the corresponding background pixels.

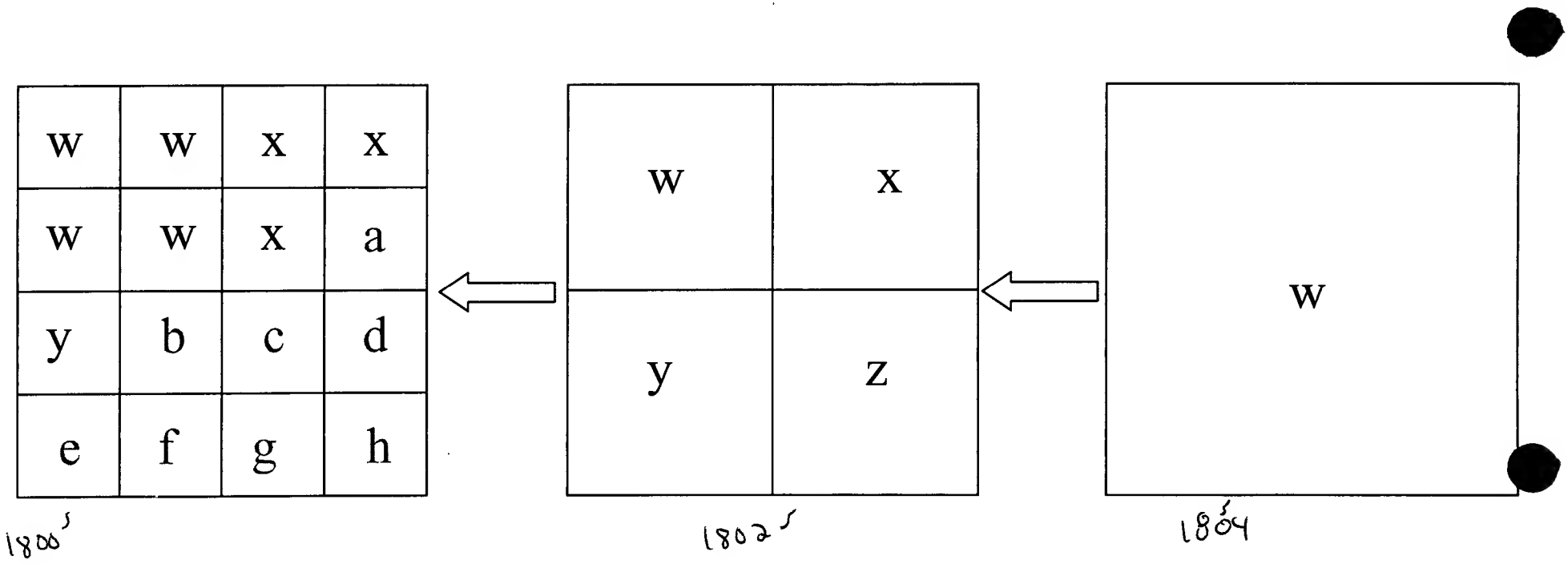


Fig 18

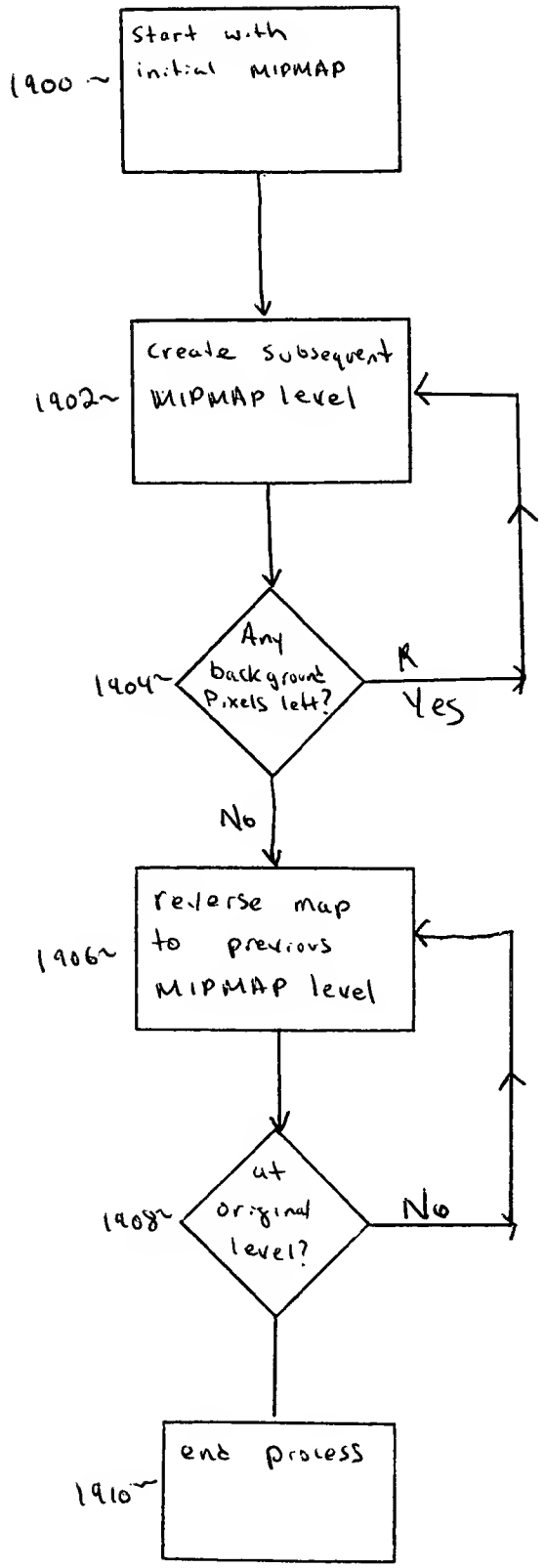


Fig 19

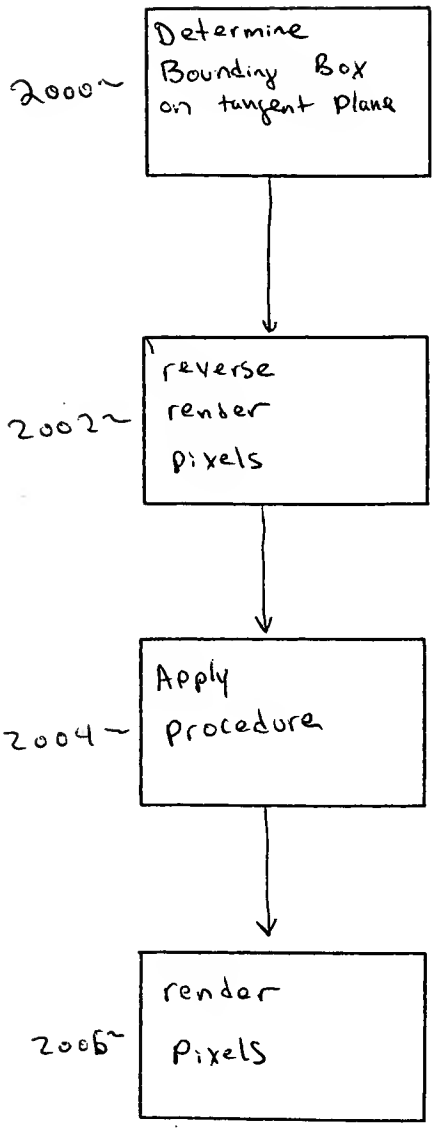

2000
Determine Bounding Box on tangent plane
2002
reverse render pixels
2004
Apply procedure
2006
render Pixels

Fig 20

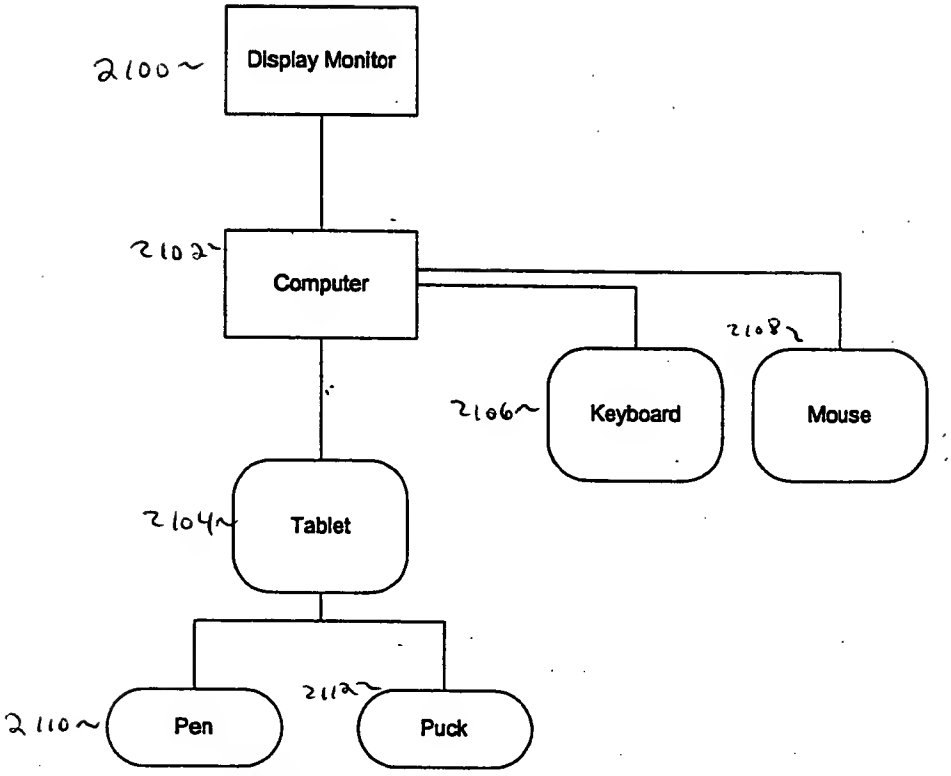

2100
Display Monitor
2102
Computer
2108
2106
Keyboard
Mouse
2104
Tablet
2110
Pen
2112
Puck

Fig 21